

GAME BOY ADVANCE

GT ADVANCE CHAMPIONSHIP RACING



GT3 ADVANCE PRO CONCEPT RACING



INSTRUCTION BOOKLET

AGB-B14E-USA

GT2 ADVANCE RALLY RACING



motogp



THQ

PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES.

WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

**Convulsions
Altered vision**

**Eye or muscle twitching
Involuntary movements**

**Loss of awareness
Disorientation**

- To reduce the likelihood of a seizure when playing video games:
 1. Sit or stand as far from the screen as possible.
 2. Play video games on the smallest available television screen.
 3. Do not play if you are tired or need sleep.
 4. Play in a well-lit room.
 5. Take a 10 to 15 minute break every hour.

WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms or eyes during or after play, stop playing and see a doctor.

WARNING - Battery Leakage

Nintendo portable video game systems contain a rechargeable lithium ion battery pack. Leakage of ingredients contained within the battery pack, or the combustion products of the ingredients, can cause personal injury as well as damage to your hardware. If battery leakage occurs, avoid contact with skin. If contact occurs, immediately wash thoroughly with soap and water. If liquid leaking from a battery pack comes into contact with your eyes, immediately flush thoroughly with water and see a doctor.

To avoid battery leakage:

- Do not expose battery to excessive physical shock, vibration, or liquids.
- Do not disassemble, attempt to repair or deform the battery.
- Do not dispose of battery pack in a fire.
- Do not touch the terminals of the battery, or cause a short between the terminals with a metal object.
- Do not peel or damage the battery label.

The official seal is your assurance that this product is licensed or manufactured by Nintendo. Always look for this seal when buying video game systems, accessories, games and related products.

Nintendo does not license the sale or use of products without the Official Nintendo Seal.



LICENSED BY



NINTENDO, GAME BOY, GAME BOY ADVANCE AND THE OFFICIAL SEAL ARE TRADEMARKS OF NINTENDO.
© 2001 NINTENDO. ALL RIGHTS RESERVED.

THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY® ADVANCE, GAME BOY® MICRO, OR NINTENDO DS™ VIDEO GAME SYSTEMS.



THIS GAME PAK INCLUDES A MULTIPLAYER MODE WHICH CAN USE A GAME BOY ADVANCE GAME LINK CABLE.

IMPORTANT LEGAL INFORMATION

Copying of any video game for any Nintendo system is illegal and is strictly prohibited by domestic and international intellectual property laws. "Back-up" or "archival" copies are not authorized and are not necessary to protect your software. Violators will be prosecuted.

This video game is not designed for use with any unauthorized copying device or any unlicensed accessory. Use of any such device will invalidate your Nintendo product warranty. Nintendo (and/or any Nintendo licensee or distributor) is not responsible for any damage or loss caused by the use of any such device. If use of such device causes your game to stop operating, disconnect the device carefully to avoid damage and resume normal game play. If your game ceases to operate and you have no device attached to it, please contact the game publisher's "Technical Support" or "Customer Service" department.

The contents of this notice do not interfere with your statutory rights. This booklet and other printed materials accompanying this game are protected by domestic and international intellectual property laws.
Rev-D (L)

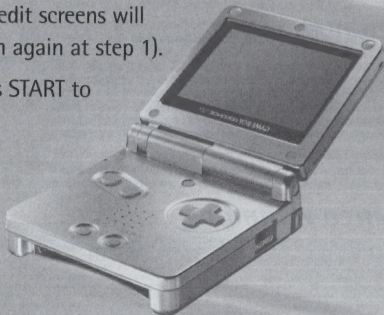
GT Advance Championship Racing - Game and Software © 2001 MT0 Inc. Exclusively licensed to and distributed by THQ Inc. worldwide, excluding Japan. Developed by MT0 Co., Ltd. GT Advance 2: Rally Racing - Game and Software © 2002 MT0 Inc. Exclusively licensed to and distributed by THQ Inc. worldwide, excluding Japan. Developed by MT0 Co., Ltd. Game and Software © 2003 MT0 Co. Ltd. Exclusively licensed to and distributed by THQ Inc. worldwide, excluding Japan. Developed by MT0 Co., Ltd. and its logo are trademarks and/or registered trademarks of MT0 Co., Ltd. All Rights Reserved. Official Honda Licensed Product. The game features trademarks, copyrighted material and/or automobile designs of cars actually produced and/or distributed by Honda Motor Co., Ltd. (Japan). All Rights Reserved. All manufacturers, automobiles, names, brands and associated imagery and logos are trademarks and/or copyrighted materials of their respective owners. All automobiles featured may not be commercially available outside of Japan. All Rights Reserved. Moto GP™ and © 2002 Dorna Sports, S.L. Game and Software © 2002 THQ Inc. Moto GP and related logos, characters, names, and distinctive likenesses thereof are the exclusive property of Dorna Sports, S.L. and/or their respective owners. Used under license. All Rights Reserved. Developed by Visual Impact Productions. Visual Impact Productions and its logo are trademarks of Visual Impact Productions. The and the THQ logo are trademarks and/or registered trademarks of THQ Inc. All Rights Reserved. All other trademarks, logos and copyrights are the property of their respective owners.

Contents

GETTING STARTED	2
GT ADVANCE	9
GT ADVANCE 2	7
GT ADVANCE 3	19
MotoGP	17
LIMITED WARRANTY	29

GETTING STARTED

- 1 Turn OFF the power switch on your Nintendo® Game Boy® Advance. Never insert or remove a Game Pak when the power is on.
- 2 Insert the Game Pak into the slot on the Game Boy® Advance. To lock the Game Pak in place, press firmly.
- 3 Turn ON the POWER switch. The credit screens will appear (if you don't see them, begin again at step 1).
- 4 When the title screen appears, press START to proceed to the Main Menu.



GT Advance

CONTROLS

MENU NAVIGATION

BUTTON	ACTION
Control Pad	Highlight menu selections
A Button	Confirm selection
B Button	Return to previous menu

GAME CONTROLS

BUTTON	ACTION
Control Pad	Steer
(Left/Right)	(Left/Right)
A Button	Accelerate
B Button	Brake
R Button	Shift Up
	(Manual Transmission)
L Button	Shift Down
	(Manual Transmission)
START	Pause the game

MAIN MENU

All of the game modes and options can be accessed from the Main Menu.

Championship – The main one-player game: compete through a season of courses to unlock hidden cars and upgrades.

Quick Race – Compete for first place in a quick race.

Time Attack – Challenge the best times for each course.

Practice – Use the Practice mode to become accustomed to a car's handling before heading to a course.

Extra 1 – Race through the Championship mode to unlock an extra game mode.

Extra 2 – Unlock another hidden game mode in the Championship mode.

VS – Choose VS for some 2-player, head-to-head action!

OPTIONS MENU

Records – View your best lap times from the Time Attack mode.

Password – Load a previously saved game.

SOUND

Alter the following sound options.

Music – Toggle the in-game music ON or OFF.

Sound Effects – Select a number and press the A Button to listen to the sound effect.

BGM Test – Select a number and press the A Button to listen to the background music.

PLAYING A GAME

Select a game mode from the Main Menu to begin a game. In Championship mode, you must select a class to race in before heading to the Garage.

GARAGE

When not racing, the Garage is where you will spend the rest of your time fine-tuning the cars. You can make adjustments to your car, select a new car, or head to the racetrack from the Garage.

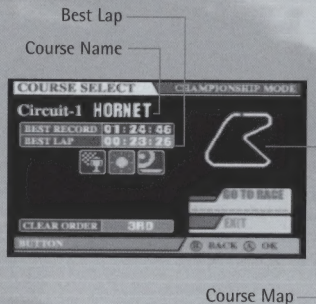
Go To Race – Take your selected car to the track for some high-speed racing.

Car Select – Choose a vehicle from the available list of cars.

COURSE SELECT

After selecting GO TO RACE from the Garage, you will be able to choose a racetrack to compete on. To unlock more courses, compete in the Championship mode.

Use the Control Pad LEFT/RIGHT to cycle through the available courses. Be sure GO TO RACE is highlighted, then press the A Button to confirm. Select EXIT to return to the previous screen.



THE GAME SCREEN

Wait for the green light before accelerating. Once the race is underway, important information will

be displayed on the game screen.

Hint: Time your acceleration just right at the start of the race to get a boost of speed!



- 1 **Total Time** – The total time for the race is displayed in the upper/left corner.
- 2 **Course Map** – A map of the course, showing all the opponents, is shown beneath the Total Time.
- 3 **Lap Time** – The current lap time is displayed in the bottom/left corner.
- 4 **Position** – Your current position is shown in the top of the screen.
- 5 **Laps** – Your current lap is shown above the

total number of laps needed to complete the race.

- 6 **Tachometer** – Watch the Tachometer when shifting – shift to a higher gear when the needle is in the red area.
- 7 **Speedometer** – Your speed is shown beneath the Tachometer.
- 8 **Current Gear** – The gear you are driving in is shown below the Tachometer.

GAME MODES

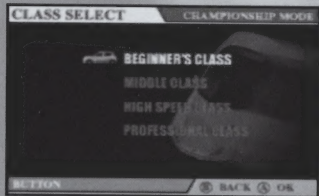
CHAMPIONSHIP

The Championship mode is the main one-player game. While playing through a Championship season, you will be able to unlock new cars, better parts, and additional race tracks – all of which can be used in the other game modes!



CLASS SELECT

When entering the Championship mode, you will need to determine the difficulty level by selecting a class to race in.



QUICK RACE

The quick race mode allows you to compete in one race at a time. Choose from any of the cars, upgrades and tracks already unlocked in the Championship mode before competing for first place!

VS

In order to play head-to-head against another player, you will each need a Game Boy® Advance system and a copy of GT Advance Championship Racing. Also, one Game Link® cable is needed to connect the two Game Boy Advance systems together. See the next page for VS Setup information.

VS SETUP

The player that selects VS from the Main Menu will be in control and will be the only player able to select a course to race on. After selecting VS, each player will advance to the Garage. Select your cars and upgrades as you would for any other game mode, then press the A Button. When both players have completed making their selections in the Garage, they will continue to the Course Select screen. After the player in control selects a course, both players will head to the starting line to begin the race.

SAVING AND LOADING

GT Advance Championship Racing uses a password system to save and load the game data.

SAVING A GAME

Exit the Championship mode and choose RETRIEVE PASSWORD from the Options Menu to view your password for the current game.

LOADING A GAME

To load a previously saved game, select ENTER PASSWORD from the Options Menu. Now use the Control Pad to highlight a letter and press the Control Pad RIGHT. Select the second letter and continue the process until the password is complete. Now select OK by pressing the A Button.

GT Advance 2

CONTROLS

BUTTON

Menu Navigation

Control Pad

A Button

B Button

Race Controls

Control Pad LEFT/RIGHT

A Button

B Button

R Button

L Button

START

Co-Driver Commands

Control Pad Right + A Button

Control Pad Right x2 + A Button

Control Pad Right x3 + A Button

Control Pad Left + A Button

Control Pad Left x2 + A Button

Control Pad Left x3 + A Button

ACTION

Highlight menu selections

Confirm selection

Return to previous menu

Steer LEFT/RIGHT

Accelerate

Brake

Shift Up (Manual Transmission)

Shift Down (Manual Transmission)

Pause the game

Easy Right

Medium Right

Hard Right

Easy Left

Medium Left

Hard Left

MAIN MENU



MAIN MENU

- **World Rally** - The main one-player game, compete through a season of courses to unlock hidden cars and upgrades.
- **Time Trial** - Challenge the best times for each course.
- **Single Race** - Don't have enough time for a season? Compete for first place in a quick race.
- **Practice** - Not able to beat the best? Use the Practice mode to become accustomed to a car's handling before heading to a course.

- **License** - You can earn an extra car by completing the License mode.
- **Co-Driver** - As the Navigator, call out commands to help the driver complete a course.
- **Options** - Customize the game settings.
- **Records** - View the record times for each leg from the World Rally Circuit.
- **Sound** - Alter the sound options.
- **Delete** - Delete a saved game file. This will clear all saved data from the Game Pak corresponding to the deleted game file.
- **Load** - Load a previously saved game from the Game Pak to continue where you left off!
- **Save** - Save your current game to the Game Pak before turning off your Game Boy® Advance. To return to a saved game, select LOAD from the Options Menu.
- **Link** - Choose LINK for some 2-player, head-to-head action!

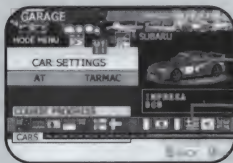
COURSE SELECT

When first starting the game, you will only be able to select the default course in Australia. To unlock more courses, compete in the World Rally mode.

Use the Control Pad LEFT/RIGHT to select a course, then press the A Button to confirm.

COURSE CONDITIONS

Before heading to the Garage, you can view the course conditions. Be sure to look at the road type before selecting your tires!



Selected Car

Course Progress

Available Cars

Host Country

Road Type



Leg #

Map/Course length

Weather

GARAGE

The Garage is where you will spend most of your time fine-tuning the cars when not racing. You can make adjustments to your car, select a new car, or can head to the next Leg of the Course from the Garage.

Selected Car

Your current car is shown on the right side of the screen.

Course Progress

As you complete each course, the country's national flag will appear at the bottom of the screen. Try to get first place for all available courses!

PLAYING A GAME

Available Cars

The number of cars you have in your garage is shown on the bottom of the screen. To earn more Rally cars, you need to win some races!

Car Settings

The current transmission and tire settings for your car are listed here. AT/MT refers to an Automatic or Manual Transmission. Use the Mode Menu to change the transmission and tire settings on your Rally car.

Mode Menu

Use the Control Pad LEFT/RIGHT to highlight a mode (Go Race/Car Settings/Car Select), then press the A Button to confirm.

Go Race

Take your selected car to the next Leg for some high-speed racing.

THE GAME SCREEN

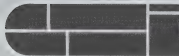
Watch the countdown and wait for the green light "GO!" before accelerating.



Once the race is under way, important information will be displayed on the game screen.

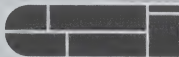
- **Total Time** - The total time for the race is displayed in the upper/left corner.
- **Leg Length** - The length of the Leg is shown on the left side of the screen along with an icon showing your progress. The further you advance on the Leg, the higher your icon will appear.
- **Stage Time** - The current stage time for the leg is displayed in the bottom/left corner.
- **Position** - Your current position is shown in the top-right corner of the screen.
- **RPM gauge** - Watch the RPM gauge when shifting - shift to a higher gear when the needle is in the red area.
- **Current Gear** - The gear you are driving in is shown to the right of the RPM Gauge.
- **Speedometer** - Your speed is shown beneath the RPM gauge, listed as "Miles Per Hour."





PLAYING A GAME

- **Navigator Commands** - As you approach a turn, your Navigator will tell you how hard the turn is between Easy, Medium, and Hard. He will also inform you which way to turn, either Right or Left.



CO-DRIVER MODE

Ride in the Navigator seat of a Rally car and call out commands in the Co-Driver mode. While the driver is busy controlling the car, you must yell out commands so he knows which way to turn, and how hard to turn. You gain points for every correct command. You lose points for every incorrect command, resulting in a lower overall time, and a lower total score.

During the race, when a picture of the driver's face appears, yell out a command so he knows which way to turn. Be careful - one wrong move could result in a spin out!

Commands

Control Pad Right + A Button - Easy Right

Control Pad Right x2 + A Button - Medium Right

Control Pad Right x3 + A Button - Hard Right

Control Pad Left + A Button - Easy Left

Control Pad Left x2 + A Button - Medium Left

Control Pad Left x3 + A Button - Hard Left

Note: Co-Driver mode is not available to play until it has been unlocked in the World Rally mode.



LINK MODE

In order to play head-to-head against another player, you will each need a Game Boy® Advance system and a copy of GT Advance 2: Rally Racing. Also, one Game Boy Advance Game Link® cable is needed to connect the two Game Boy Advance systems together.

Link Setup

Both players must highlight LINK from the Main Menu, then one of the players must confirm by pressing the A Button. The player that confirms the LINK from the Main Menu will be in control and will be the only

player able to select the race options. After Player 1 selects LINK, each player will advance to the Link Mode Screen with the following options:

- **1P vs. 2P** - Two players can race against each other.
- **Trade Record Data** - Merge game data together, onto both Game Boy® Advance systems. By choosing this option, your best times are combined with your friend's best times for each track. When you disconnect, you can try to beat your friend's times on your own Game Pak!

SAVING AND LOADING

SAVING A GAME

Enter the Options Menu and highlight SAVE, then press the A Button.

LOADING A GAME

From the Options Menu, highlight LOAD and press the A Button to load your previously saved game.

GT Advance 3

CONTROLS

BUTTON

ACTION

Menu Navigation

Control Pad	Highlight menu selections
A Button	Confirm selection
B Button	Return to previous menu

Game Controls

Control Pad LEFT/RIGHT	Steer LEFT/RIGHT
A Button	Accelerate
B Button	Brake
R Button	Shift Up (Manual Transmission)
L Button	Shift Down (Manual Transmission)
START	Pause the game

All of the game modes and options can be accessed from the Mode Select Menu.



MODE SELECT MENU

- **Championship** – The main one-player game; compete through four classes to unlock hidden cars and upgrades.
- **Quick Race** – Don't have enough time for a complete class? Compete for first place in a quick race to unlock more hidden cars.
- **Time Attack** – Challenge the best times for each course.
- **Practice** – Not able to beat the best? Use the Practice mode to hone your driving skills, get accustomed to your car's handling, and scout a track before heading to a course.
- **Drift-Combo** – Test your drift-cornering driving skills in this mode. Link together consecutive powerslides on challenging courses to maximize drift-combos and unlock hidden secrets.
- **Extra** – Access exciting hidden modes you've unlocked.
- **Link** – Choose Link for some 2-player, head-to-head racing action!
- **Save** – Save your progress.
- **Options** – Customize the game settings.

PLAYING A GAME

Select a game mode from the Mode Select Menu to begin a game. In Championship mode, select a Class to race in before heading to the Garage.

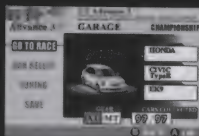
When not racing, the Garage is where you'll spend your time fine-tuning your cars. You can make adjustments, select a new car, or head straight out to the racetrack from the Garage.

- **Go To Race** – Take your selected car to the track for some high-speed racing.
 - **Car Select** – Choose a vehicle from the available list of cars.
1. First select a manufacturer and press the A Button.



2. Next, scroll through the available cars by pressing LEFT/RIGHT on the Control Pad, then press the A Button to confirm. You can change the car's body color by pressing UP/DOWN. Each car will handle differently on the track – use the following ratings to make your selection:

- **Handling** – Better handling means you can take corners faster and with more responsive control.
 - **Top Speed** – The higher the top speed rating, the faster a car will go on straightaways.
 - **Acceleration** – A car with high acceleration will be quicker off the line and quicker getting up to speed from stops or spinouts.
3. Finally, choose to have an Automatic (AT) or Manual (MT) transmission by pressing LEFT/RIGHT on the Control Pad.
4. When done, press the A Button to continue. Press the B Button at any time to return to the previous menu.
- **Tuning** – Fine-tune your car before heading to the track. Upgrades won't be available until you've unlocked them in Championship mode. When an area of the car can be upgraded, a black star will appear below the car part. A white star shows which upgrades have been activated. Use the Control Pad to highlight the car part and press the A Button to select it. Now press RIGHT on the Control Pad to upgrade the part. The car parts available to upgrade are listed on the following page:



- 1. **Total Time** – The total time for the race is displayed in the upper/left corner.
- 2. **Course Map** – A map of the course, showing your position (red) and all the opponents (blue), is shown beneath the Total Time.
- 3. **Lap Time** – The current lap time is displayed in the bottom/left corner.
- 4. **Position** – Your current position is shown in the top of the screen.

- 4. Position** – Your current position is shown in the top of the screen.
- 5. Laps** – Your current lap is shown next to the total number of laps needed to complete the race.
- 6. RPM Gauge** – Watch the RPM gauge when shifting – shift to a higher gear when the needle is in the red area.
- 7. Speedometer** – Your speed is shown beneath the RPM gauge.
- 8. Current Gear** – The gear you are driving in is shown to the right of the Speedometer.



LINK

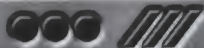
In order to play head-to-head against another player, you will each need a Game Boy® Advance system and a copy of GT Advance™ 3 Pro Concept Racing. Also, one Game Link® cable is needed to connect the two Game Boy Advance systems together.

Setup

Each player must highlight LINK from the Main Menu before racing head-to-head. After both players have highlighted LINK, one player can press the A Button. Each player will advance to the Garage. Select your cars. When both players have completed making their selections in the Garage, they will continue to the Course Select screen. After the player in control selects a course, both players will head to the starting line to begin the race.

SAVING AND LOADING

GT Advance™ 3 Pro Concept Racing loads your saved game data automatically. Choose SAVE from any available menu to save your progress.



MotoGP

CONTROLS

Menu Navigation

Action

Control Pad Up/Down

Highlight Menu Selections

A Button / START

Confirm Selection

B Button / SELECT

Return to Previous Menu

Game Controls

Action

Control Pad Left/Right

Steer Left/Right

A Button

Accelerate

B Button

Brake

START

Pause the Game

Control Pad Down + A Button Wheelie



MAIN MENU



QUICK RACE

Quick Race lets you get racing as quickly as possible. This is a three lap race. The first to cross the finish line wins. You can race in Single or Multiplayer mode.

TIME ATTACK

In Time Attack, race on any of the 16 world racing circuits to try to get the best lap time possible. You're on your own with only the

ghost image of the existing fastest lap there to spur you on.

TOURNAMENT

Tournament mode is made up of four Leagues, each with four different tracks. You must complete each League in turn with the right number of finishes at the right position to progress.

GRAND PRIX

Grand Prix is the full-scale MotoGP Championship season played across three difficulty levels: Easy, Medium or Hard. Compete in all the Grand Prix levels and get as many points as possible to be crowned MotoGP Champion.



OPTIONS

The Options menu allows you set a number of in-game Options.



PASSWORD

You will be taken to a Password screen. Here you can enter a password you've been given during a game to pick up the challenge where you left off.

MUSIC

Turn on/off the in-game music.

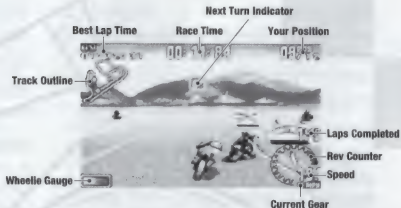
WEATHER

If the weather is set to 'On', you might have tricky conditions when racing (such as rain or haze).

UNITS

Select the Speedometer units KM/H or MPH.

THE RACE SCREEN



This is where you'll experience all the action! The race screen contains useful information to help in your quest to become MotoGP World Champion.

YOUR POSITION

Your race position compared to the other riders.

RACE TIME

Time elapsed since the start of the race.

LAPS COMPLETED

Shows the number of laps completed (on the left) and the total laps in the race (on the right).



THE RACE SCREEN

TRACK OUTLINE

Shows your position (in red/yellow) on an outline of the circuit compared to the position of your nearest opponents (in green/blue).

NEXT TURN INDICATOR

These appear in front of you during the race and are helpful indicators to the next turn, showing its direction and type; from gentle, sharp and hairpin. If the panel shows the next turn in RED, the player is advised to brake.

CURRENT GEAR

The gear you are in at that moment. Gear change is automatic at all times in MotoGP.

REV COUNTER

Higher revs allow higher speeds and faster gear changes.

SPEED

Your current speed in KM/H or MPH (select in the options screen).

BEST LAP TIME

Shows your best lap time.

WHEELIE GAUGE

A controlled 'wheelie' (when the bike runs on the back wheel only) may help speed you up at certain times but this gauge must be full to do a 'wheelie' (Control Pad Down).

THE RACE

PAUSING THE RACE

If you want a rest from the furious pace, press START at any time to pause the race. This will open up the pause menu.

Continue —	Return to the race
Restart —	Start the race from the beginning
Exit —	Quit the race

Select Control Pad Up/Down and press the A Button.



PASSWORD

MULTIPLAYER RACES

MotoGP allows up to four players to link up and race each other in Multiplayer Mode, accessible from the Quick Race option in the Main Menu. Each player will need a Game Boy® Advance, a copy of MotoGP and the right number of Game Boy Advance Game Link® Cables (check your Game Boy® Advance instruction manual for full connection details). Depending upon the way the Game Boy® Advances are linked, the game will choose the player who can select which track to race. Other players can select riders/bikes as normal. All other race features are as single player Quick Race.

PASSWORD

MotoGP uses a password system to save and load game data. At the end of a game stage you will be given a password. Be sure to write down the password exactly as it's shown. To load a previously saved game, select Password from the Options menu (in the Main Menu), use the Control Pad to highlight a letter and press the A Button to enter. When the password is fully entered select OK and press the A Button to return to the game. Press START to confirm.

Press SELECT to quit the password screen without entering a new password.

Press the B Button to delete password letters.



NOTES

Warranty and Service Information

In the unlikely event of a problem with your product ("Product"), you may only need simple instructions to correct the problem. Please contact the THQ Inc. ("THQ") Customer Service Department at (818) 880-0456 or on the web at <http://www.thq.com> before returning the Product to a retailer. Live Customer Service Representatives are available to help you Monday through Friday 9am to 5pm PST or you can use our automated systems by phone or on the web 24 hours a day, 7 days a week. Please do not send any Product to THQ without contacting us first. Your 5 digit Product Code is **32248**. Please use this code to identify your Product when contacting us.

Limited Warranty

THQ warrants to the best of THQ's ability to the original consumer purchaser of the Product that the medium on which the Product is recorded shall be free from defects in materials and workmanship for a period of ninety (90) days from the original date of purchase. The Product is sold "as is," without express or implied warranty of any kind, and THQ is not responsible for any losses or damages of any kind resulting from use of this Product. If a defect occurs during this ninety (90) day warranty period, THQ will either repair or replace, at THQ's option, the Product free of charge. In the event that the Product is no longer available, THQ may, in its sole discretion, replace the Product with a Product of comparable value. The original purchaser is entitled to this warranty only if the date of purchase is registered at point of sale or the consumer can demonstrate, to THQ's satisfaction, that the product was purchased within the last ninety (90) days.

To receive warranty service:

Notify the THQ Customer Service Department of the problem requiring warranty service by calling (818) 880-0456 or on the web at <http://www.thq.com>. If the THQ service technician is unable to solve the problem by phone or on the web via e-mail, he will authorize you to return the Product, at your risk of damage, freight and insurance prepaid by you, together with your dated sales slip or similar proof-of-purchase within the ninety (90) day warranty period to:

**THQ Inc.
Customer Service Department
29903 Agoura Road
Agoura Hills, CA 91301**

THQ is not responsible for unauthorized returns of Product and reserves the right to send such unauthorized returns back to customers. This warranty shall not be applicable and shall be void if: (a) the defect in the Product has arisen through abuse, unreasonable use, mistreatment or neglect; (b) the Product is used with products not sold or licensed by Nintendo or THQ (including but not limited to, non-licensed game enhancement and copier devices, adapters and power supplies); (c) the Product is used for commercial purposes (including rental); (d) the Product is modified or tampered with; (e) the Product's serial number has been altered, defaced or removed.

Repairs after Expiration of Warranty

After the ninety (90) day warranty period, defective Product may be replaced in the United States and Canada for US\$20.00. The original purchaser is entitled to the replacement of defective Product for a fee, only if proof of purchase is provided to THQ. Make checks payable to THQ Inc. and return the product along with the original proof of purchase to the address listed above.

Warranty Limitations

THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND REPRESENTATIONS. NO OTHER WARRANTIES OR REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE THQ. ANY APPLICABLE IMPLIED WARRANTIES OR REPRESENTATIONS, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE ARE HEREBY LIMITED TO NINETY (90) DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH HEREIN. IN NO EVENT SHALL THQ BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES.

The provisions of this warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts or exclusion of consequential or incidental damages, so the above limitations and exclusions may not apply to you. This warranty gives you specific legal rights, and you may also have other rights, which may vary, from state to state.

Warning

Copying of this Product or any of its contents or elements is illegal and is prohibited by United States and international copyright laws. Back-up or archival copies of this Product or any of its contents or elements are not authorized and are not necessary to protect your Product. United States and international copyright laws also protect this manual and other printed matter accompanying this Product. Violators will be prosecuted.

REGISTER YOUR GAMES ONLINE



my THQ

at www.thq.com

Go to the MY THQ link at www.thq.com to win games and other great prizes. Plus...

- » Personalize your online experience with MY THQ to receive game alerts, exclusive screens, videos and wallpapers
- » Get the latest THQ newsletters
- » Access the Career Zone, Forum and online games
- » Download the latest demos and patches
- » Easy to use site for all THQ gaming information
- » Quick links to search by title or platform
- » Be considered for beta testing and help shape the THQ games of the future